NES-6V-USA

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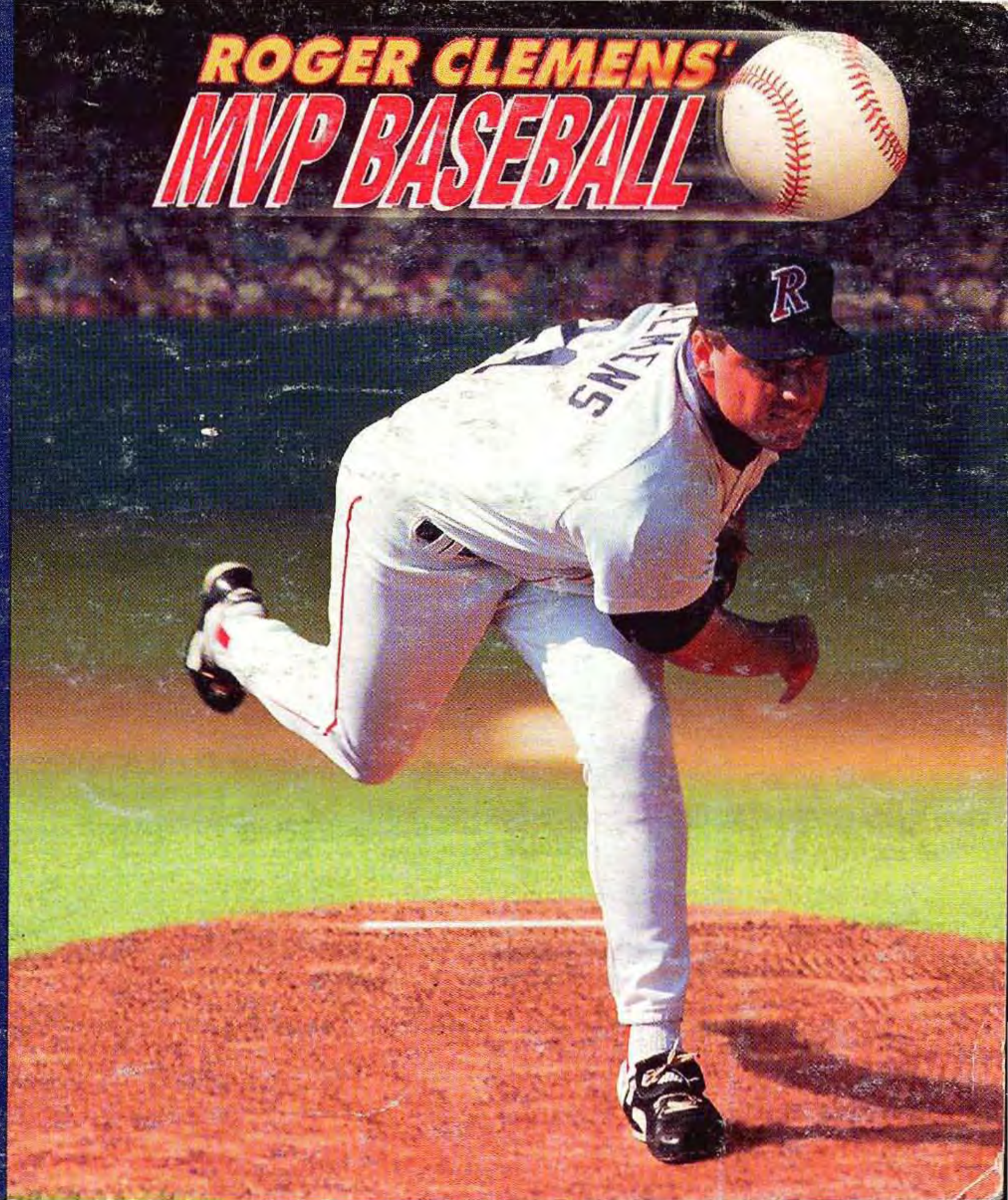
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

GAME PAK
INSTRUCTIONS

T

ROGER CLEMENS' MVP BASEBALL



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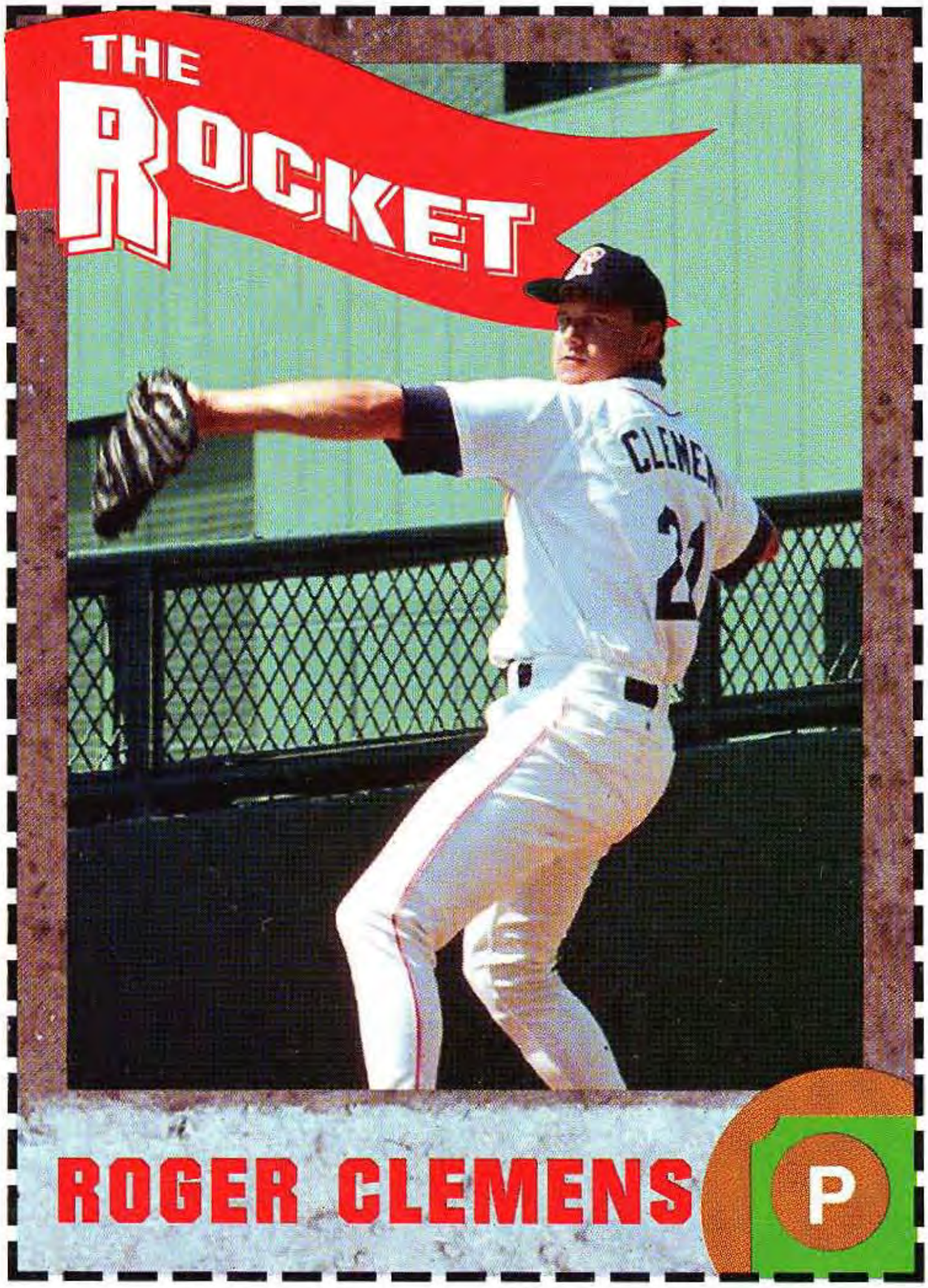
PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither LJN, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



CUT ALONG DOTTED LINE

HT: 6'4 WT: 220 THROWS: RIGHT BATS: RIGHT DRFT: RED SOX #1-JUNE, 1983
ACQ: VIA DRAFT BORN: 8-4-62, DAYTON, OHIO HOME: KATY, TEXAS

ROGER CLEMENS • P

COMPLETE MAJOR LEAGUE PITCHING RECORD (LEAGUE LEADER IN ITALICS,TIE•)

YR	CLUB	G	IP	W	L	R	ER	SO	BB	GS	CG	SHO	SV	ERA
84	RED SOX	21	133.1	9	4	67	64	126	29	20	5	1	0	4.32
85	RED SOX	15	98.1	7	5	38	36	74	37	15	3	1	0	3.29
86	RED SOX	33	254	*24*	4	77	70	238	67	33	10	1	0	*2.48*
87	RED SOX	36	281.2	*20•*	9	100	93	256	83	36	*18*	7	0	2.97
88	RED SOX	35	264	18	12	93	86	*291*	62	35	*14•*	*8*	0	2.93
89	RED SOX	35	253.1	17	11	101	88	230	93	35	8	3	0	3.13
90	RED SOX	31	228.1	21	6	59	49	209	54	31	7	*4•*	0	*1.93*
MAJ. LEA. TTL.		206	1513	116	51	535	486	1424	425	205	65	25	0	2.89

Roger's 291 Strikeouts in 1988 is Red Sox' record.

©MLB & MLBPA 1991

OPENING

It seems like just yesterday that you watched the baseball season come to an end. You watched as the newest Champions of the World celebrated in front of the TV cameras in their locker room. You've always wondered what it would be like to take part in such a "special" moment. You and your teammates...victorious...holding your trophy high with pride and satisfaction.

Well, here is your chance. **Roger Clemens' MVP Baseball** is the first game that actually puts you in the field *with* the other players. You see the field from the perspective of the players, not the fans. You are in the game, not watching it from the outside.

So, lace up your cleats, grab your mitt and take your position. This could be your season...your chance to experience the feeling that you've always dreamed of. Playing ball with the *big boys* like Roger Clemens...and winning.

PLAYER SELECTION

After the Title Screen appears, to reach the Player Selection Screen, press START. The UP and DOWN CONTROL PAD ARROWS move you between the 1 or 2 player options.

1 Player - you against the computer
2 Player - you against a friend

After you have made your selection, press the A BUTTON or START.

GAME SELECTION

Press the UP and DOWN CONTROL PAD ARROWS to scroll through the two game options and the Password option.

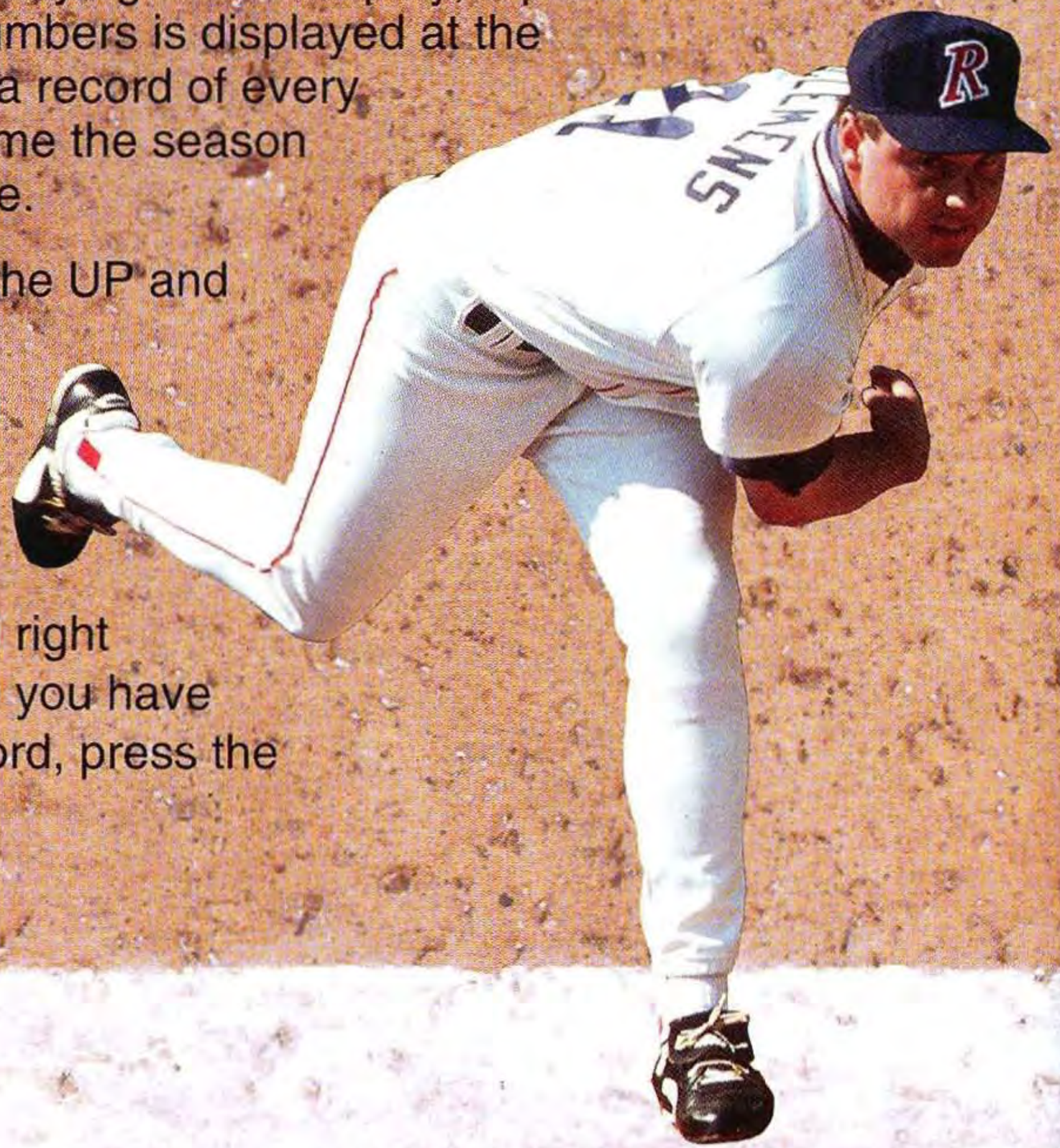
EXHIBITION - One game against either the computer or another player.

REGULAR SEASON - You play three (3) games against each team in your division. Thus, a National Division season consists of 33 games as opposed to 39 games for the American Division. If your team qualifies, there will also be a best-of-7 game play-off, followed by a best-of-7 game Championship Series. The Regular Season is played entirely against the computer.

After you have selected which type of game you want to play, press the A BUTTON or START to reach the Divisional Selection Screen.

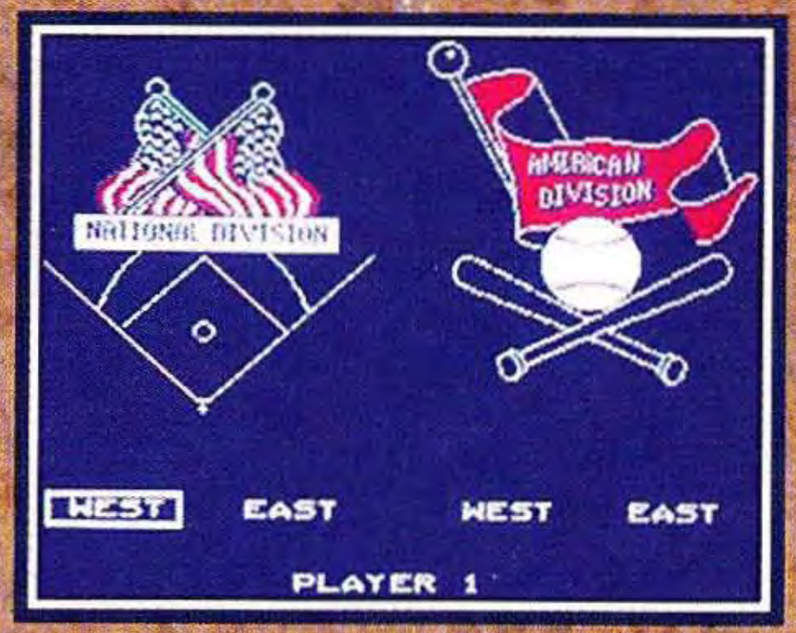
PASSWORD - When playing seasonal play, a password consisting of letters and numbers is displayed at the end of every game. Keep a record of every password so you can resume the season at the next scheduled game.

To enter a password, use the UP and DOWN CONTROL PAD ARROWS to scroll through the alphabet and the numbers. Use the LEFT and RIGHT CONTROL PAD ARROWS to move left and right along the password. Once you have entered the correct password, press the A BUTTON.



DIVISION SELECTION

Use the LEFT and RIGHT CONTROL PAD ARROWS to move between the four divisions. When you have selected the division you want, press the A BUTTON, this will take you to the Team Selection Screen.



DESIGNATED HITTERS

The American Division has the designated hitter rule in effect. In inter-divisional games, the rule applies only when the home team is from the American Division.

THE TEAMS

Use the LEFT and RIGHT CONTROL PAD ARROWS to move through the teams. To return to the Divisional Selection Screen without choosing a team, press the B BUTTON. To select a team, press the A BUTTON. If you are playing a 1 Player Exhibition game against the computer, you must select the computer team in the same manner. If you are playing a 2 Player Exhibition game, the second player selects in the same manner.

However, if you are playing Regular Season play, after Player 1 has selected a team, the schedule for that team appears on the screen. Use

the LEFT and RIGHT CONTROL PAD ARROWS to scroll between the 2 months of the schedule.

NOTE: Home games are shown in red and away games are in black.

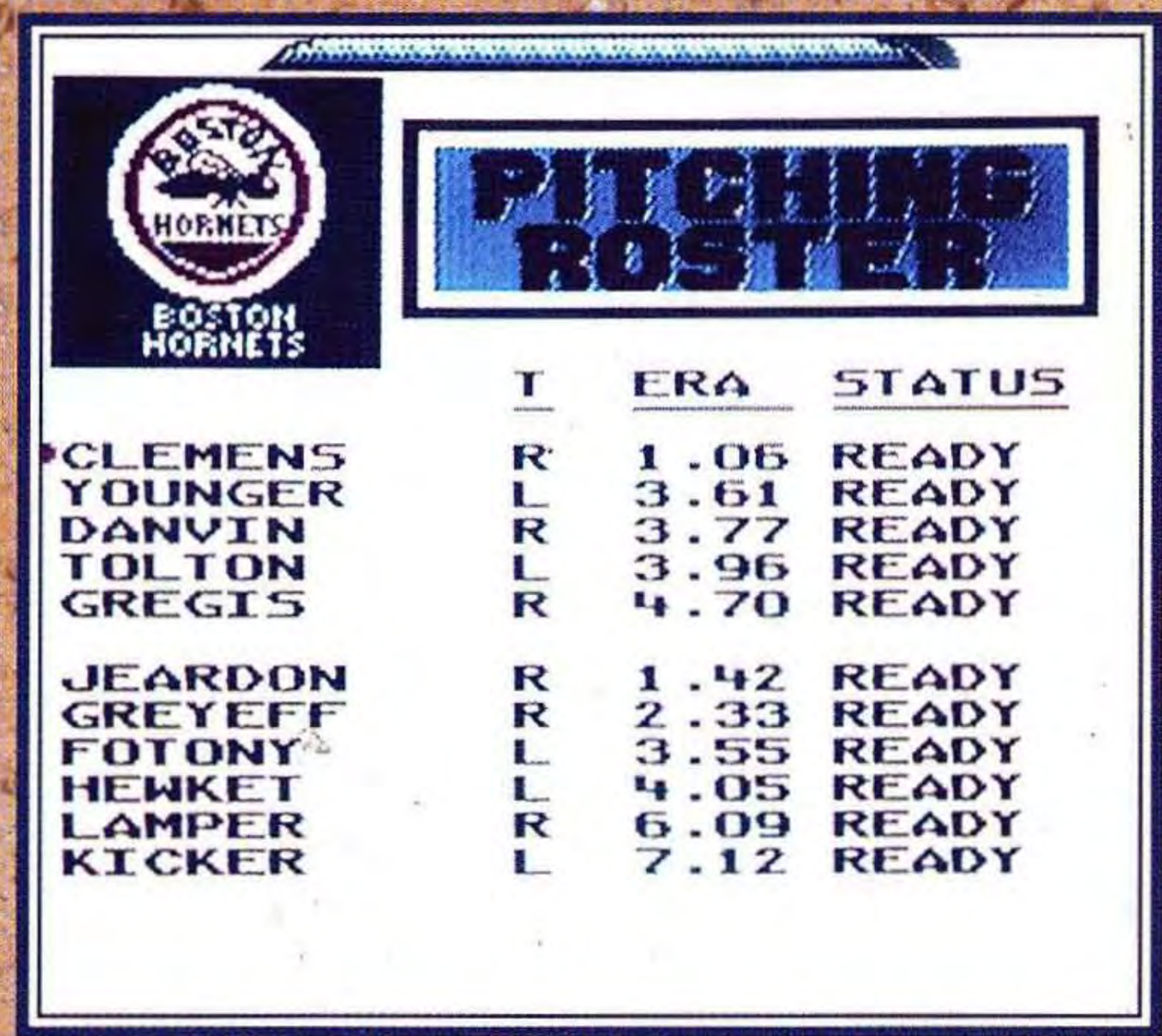
For Regular Season play, the computer will be whichever team is dictated by the schedule.

After you have reviewed your schedule, press the A BUTTON to reach the Player 1 Pitching Roster Screen.

PITCHING ROSTERS

To move through the starting pitchers, use the UP and DOWN CONTROL PAD ARROWS. Press the A BUTTON to make your selection.

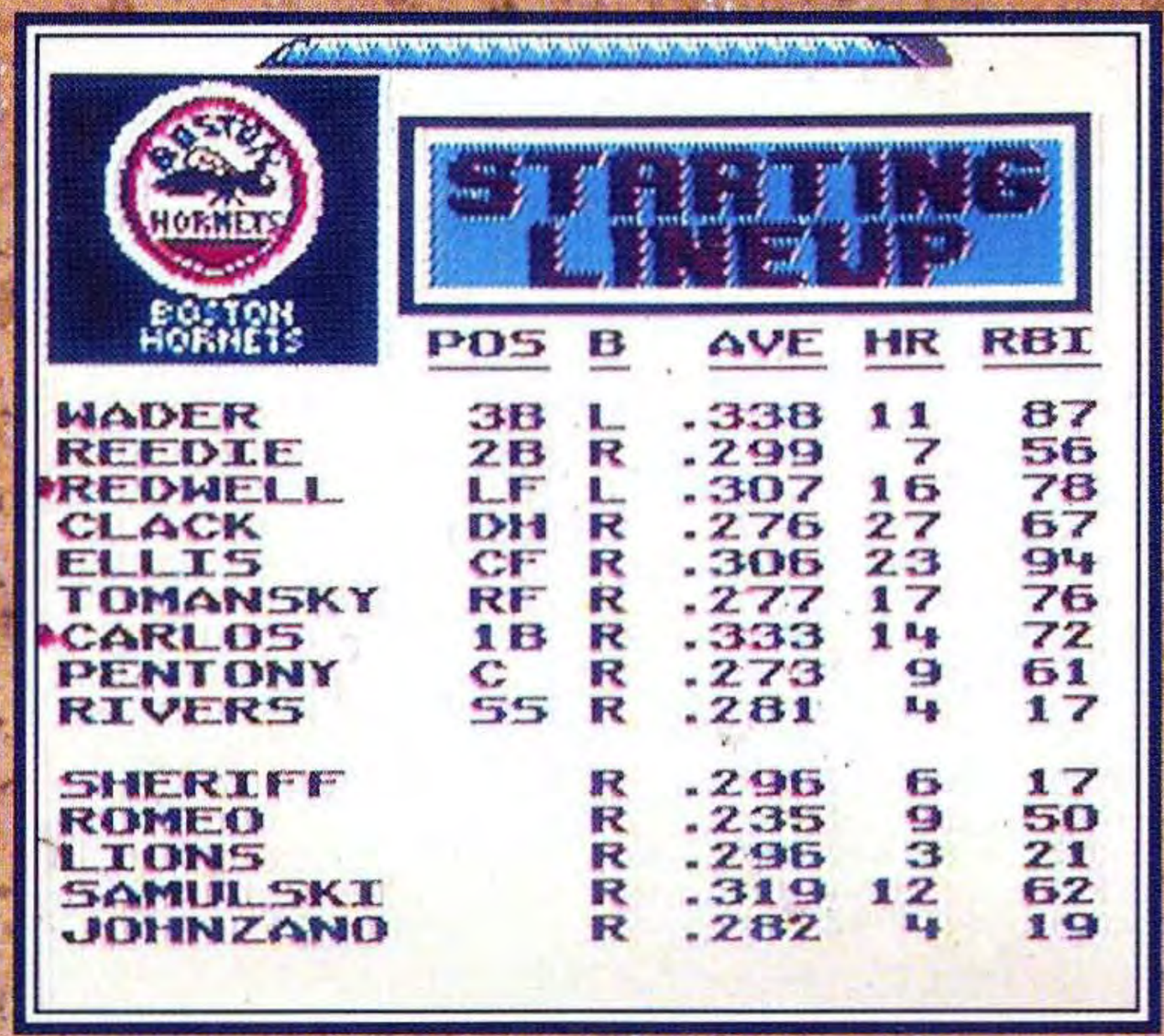
NOTE: During Regular Season play, starting pitchers must have 4 days rest between starts. Use the calendar to calculate the most efficient way to schedule your pitchers.



TEAM ROSTERS

To move through the names on the roster, use the UP and DOWN CONTROL PAD ARROWS.

To change the batting order, select the player to be repositioned and press the A BUTTON. Then select the player with whom the first player is to exchange places and press the A BUTTON again. To accept the line-up press the B BUTTON.



BOSTON HORNETS	POS	B	AVE	HR	RBI
WADER	3B	L	.338	11	87
REEDIE	2B	R	.299	7	56
REDWELL	LF	L	.307	16	78
CLACK	DH	R	.276	27	67
ELLIS	CF	R	.306	23	94
TOMANSKY	RF	R	.277	17	76
CARLOS	1B	R	.333	14	72
PENTONY	C	R	.273	9	61
RIVERS	SS	R	.281	4	17
SHERIFF		R	.296	6	17
ROMEO		R	.235	9	50
LIONS		R	.296	3	21
SAMULSKI		R	.319	12	62
JOHNZANO		R	.282	4	19

GENERAL GAME CONTROLS

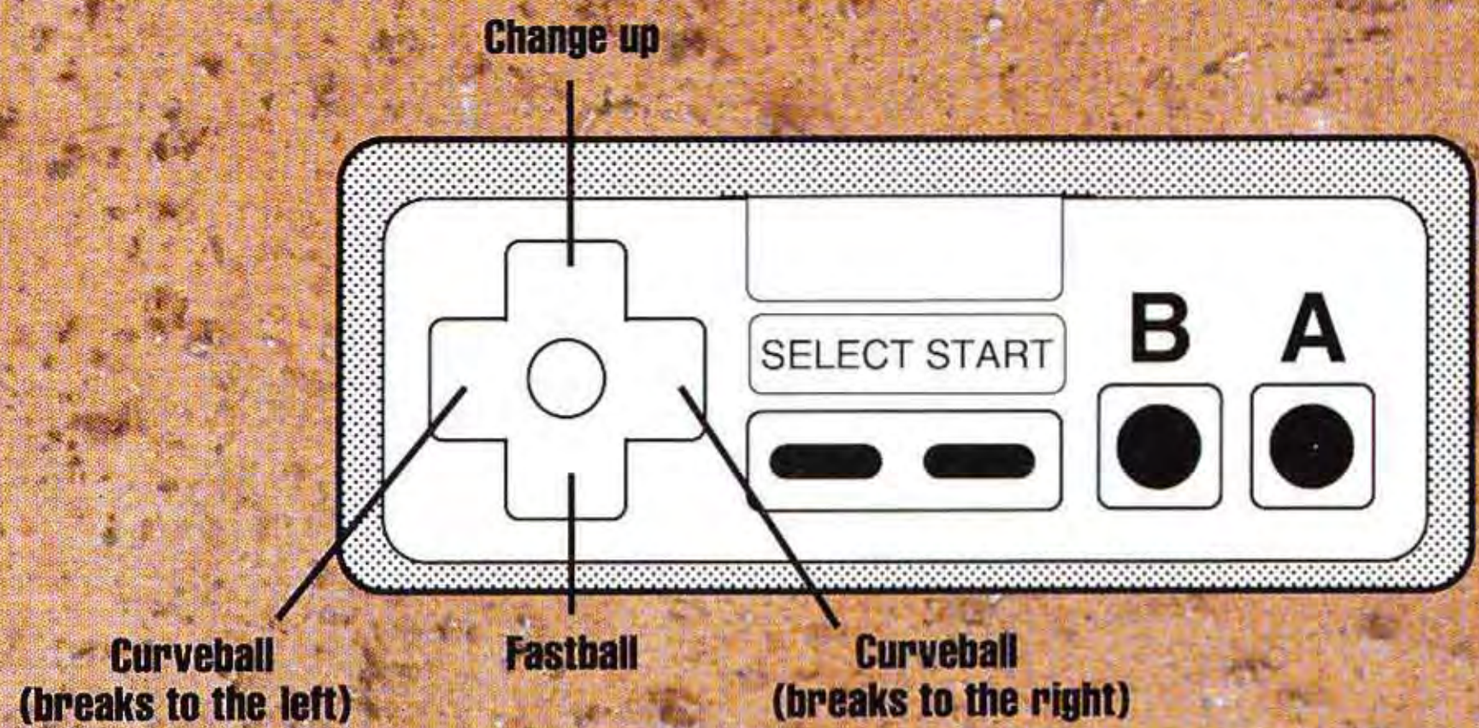
Except for close-ups at the bases, the game is viewed from 2 different perspectives.
1- For pitching and hitting, the perspective is from behind the catcher.
2- For fielding, the perspective is from the field looking in toward home plate. (Though the specific view varies depending upon where the ball is hit.)

The controls operate differently depending upon which of the 2 perspectives is on the screen.
NOTE: This is called "intuitive controls". You actually make believe that you are the player and the screen is showing you what you are looking at. As if you are in the game. If first base is to the left in your field of view, then it will be reached by pressing the LEFT CONTROL PAD ARROW... and so on.

PITCHING CONTROLS

To reposition the pitcher on the rubber prior to the pitch, use the LEFT and RIGHT CONTROL PAD ARROWS.

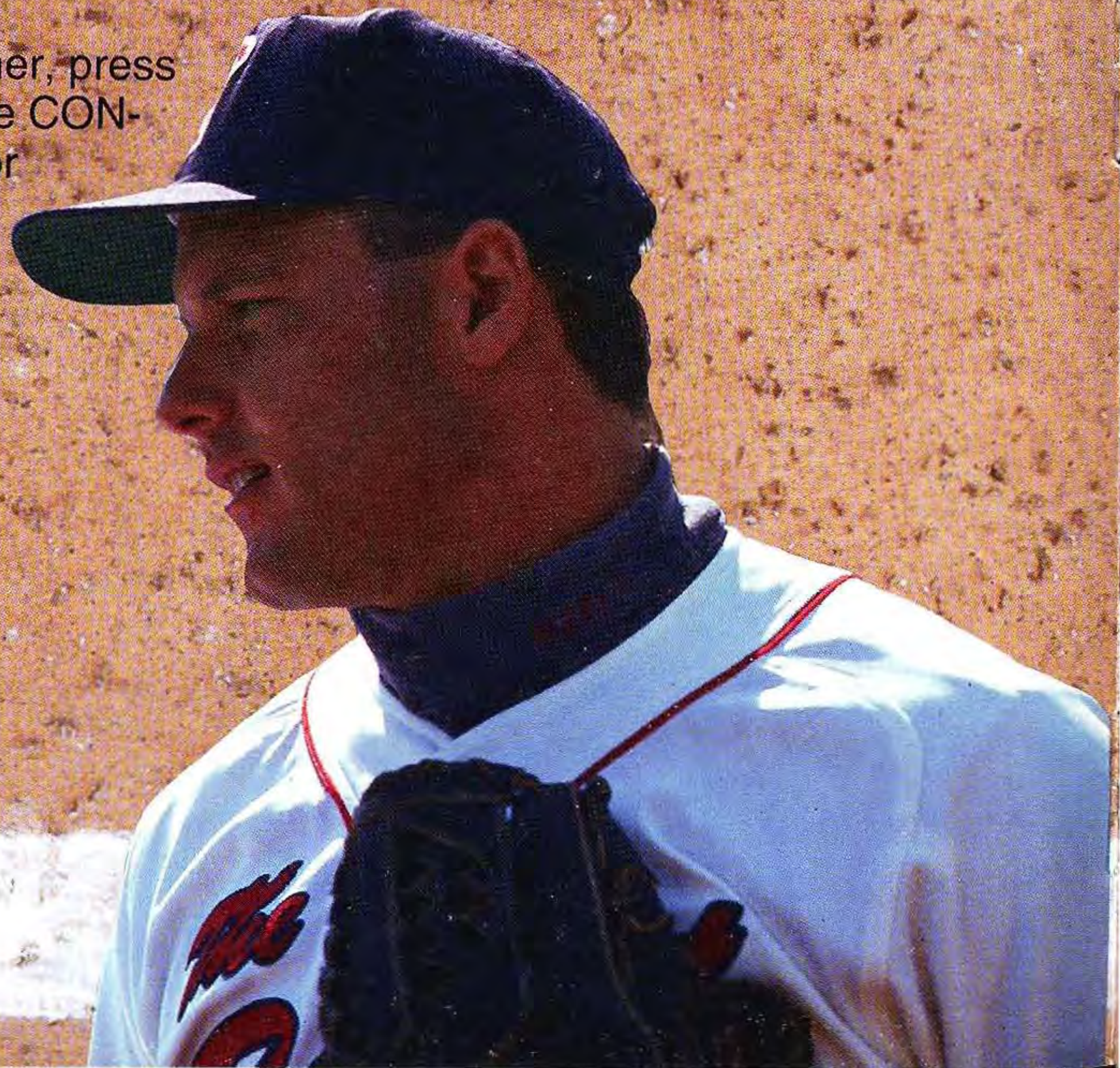
To pitch the ball press the A BUTTON. To control the type of pitch, use the CONTROL PAD ARROWS while pressing the A BUTTON:



PICK-OFF ATTEMPTS

To pick-off a base runner, press the B BUTTON plus the CONTROL PAD ARROW for the appropriate base:

RIGHT - 1st base
UP- 2nd base
LEFT - 3rd base



FIELDING CONTROLS

Once the ball is hit, the game changes to the fielder's perspective. Which specific view of the infield, outfield, base or bases depends upon where the ball was hit.

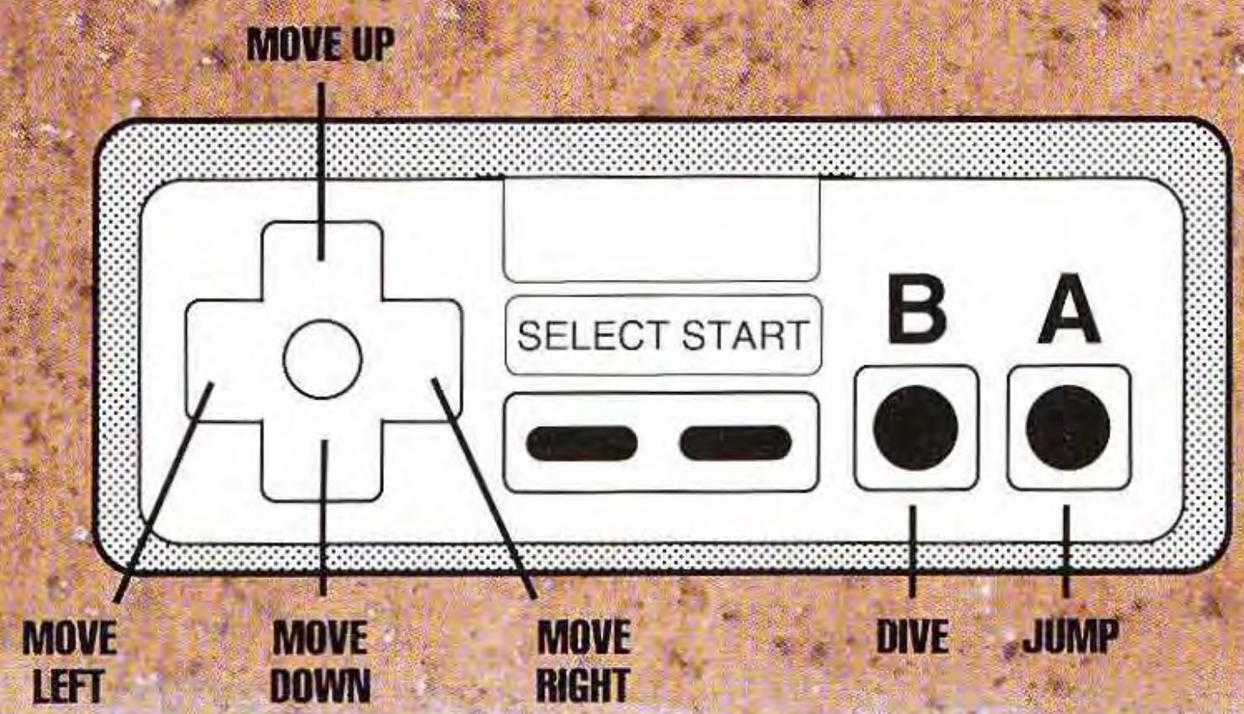
NOTE: Though the screen is seen from the fielder's perspective, the radar display in the corner always shows the runner's positions as seen from the batter's point of view. Home is at the bottom, 1st is at the right, 2nd is at the top and 3rd is at the left.

TO MOVE YOUR FIELDERS- use the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW(S). To move diagonally, press in-between the arrows.

TO CATCH A BALL- use the CONTROL PAD ARROW(S) to maneuver your player into position. You do this by following the shadow of the ball. The shadow appears lighter when the ball is high off the ground and it darkens as the ball approaches the ground.

TO DIVE FOR A BALL- press the B BUTTON plus the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO JUMP FOR A FLY BALL- press the A BUTTON.



THROWING

Once a ball is fielded, to throw it, press the A BUTTON plus the appropriate CONTROL PAD ARROW for the base you want the throw to go to:

LEFT - 1st base
RIGHT - 3rd base
DOWN - 2nd base
UP - home

TAGGING

TO RUN WITH THE BALL- whether to tag a base or a runner, press the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW for the direction you want to move. To move diagonally, press in-between the arrows.

MANAGER'S CLIP BOARD

(PITCHING)

The manager's Clip Board Screen can be called up whether you are in the field or up at bat. It will feature different options for each of these two situations. To check on the status of your pitcher, relieve him, check the scoreboard or get some advise from the "Rocket", press the SELECT BUTTON while your team is out in the field.

Use the UP and DOWN CONTROL PAD ARROWS to scroll through the options. When you have selected the option of your choice, press the A BUTTON.

PITCHER STATUS - This tells you the speed of your pitcher's last fastball, as well as the total number of pitches he has thrown so far. To return to the Clip Board Screen, press the A BUTTON again.

RELIEF PITCHER - After you have called up the pitching roster, use the UP and DOWN CONTROL PAD ARROWS to scroll through the relief pitchers.

To return to the Clip Board Screen without making a pitching change, press the B BUTTON. To make a pitching change, scroll down to the pitcher you want to choose and press the A BUTTON. Then EXIT from the Clip Board by scrolling down to EXIT and pressing the A BUTTON.

CHECK SCOREBOARD - To check out the line score, press the A BUTTON. To return to the Clip Board Screen, press the A BUTTON again.

ASK THE ROCKET - To get some strategic advise from Roger Clemens, press the A BUTTON. To return to the Clip Board Screen, press the A BUTTON again.

EXIT - To return to the game, press the A BUTTON.

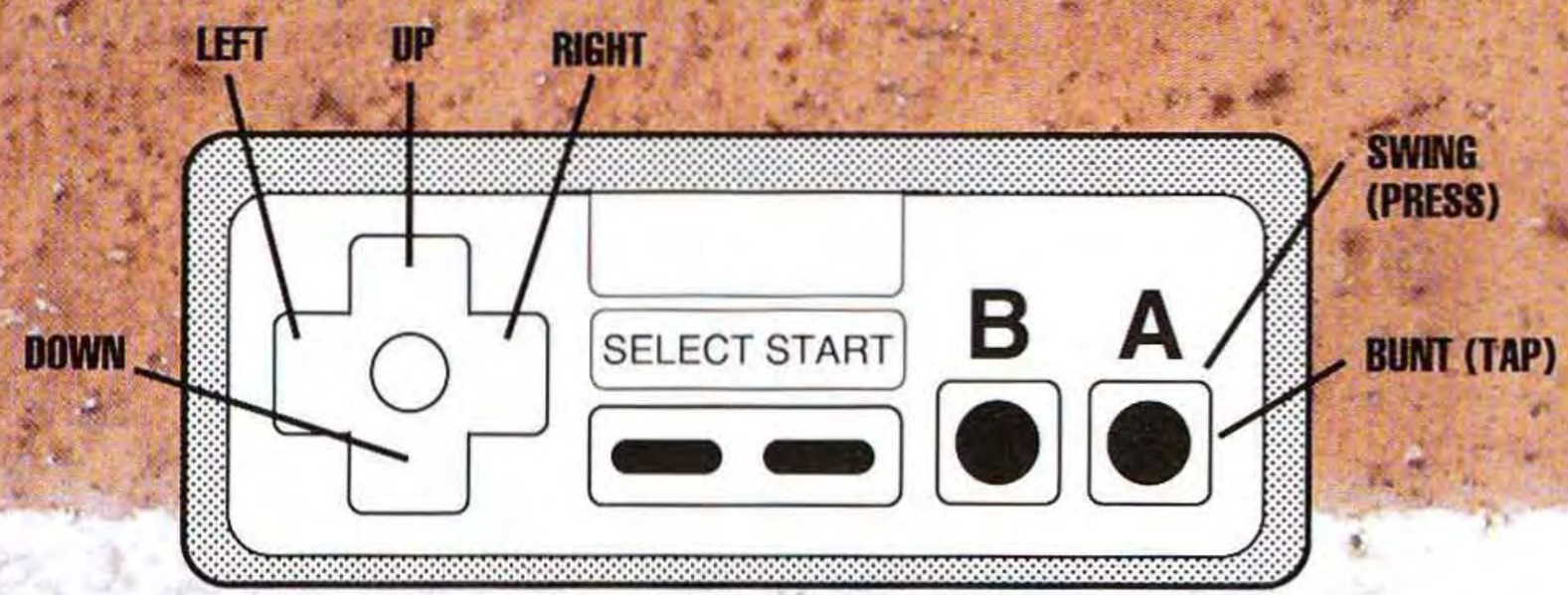
BATTING CONTROLS

TO POSITION THE BATTER- press the LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW.

TO SWING- press the A BUTTON.

TO BUNT- tap the A BUTTON.

NOTE: You can direct your bunt by pressing the LEFT or RIGHT CONTROL PAD ARROW while you are attempting a bunt.



BATTING CONTROLS

TO RUN THE BASES- or to steal a base, press the B BUTTON plus the appropriate CONTROL PAD ARROW for the base you wish to advance to.

TO RETURN TO A BASE- press the A BUTTON plus the appropriate CONTROL PAD ARROW for the base you want him to return to.

TO STOP BETWEEN BASES- press the A BUTTON plus the DOWN CONTROL PAD ARROW.

RIGHT - 1st base
LEFT - 3rd base
UP - 2nd base
DOWN - home

NOTE: Regardless of the fielder's point of view, the radar screen always displays the position of the base runners from the batter's point of view.

MANAGER'S CLIP BOARD

(BATTING)

To put in a pinch hitter, check the line score, or get advice from Roger Clemens, press the SELECT BUTTON while your team is up at bat.

Use the UP and DOWN CONTROL PAD ARROWS to scroll through the available options.

PINCH HITTER - To call up the Team Roster Screen, press the A BUTTON. Use the UP and DOWN CONTROL PAD ARROWS to select the pinch hitter, then press the B BUTTON.

An "X" next to a player's name indicates that he has already been substituted and has played in the current game. Because of this, he cannot be selected again.

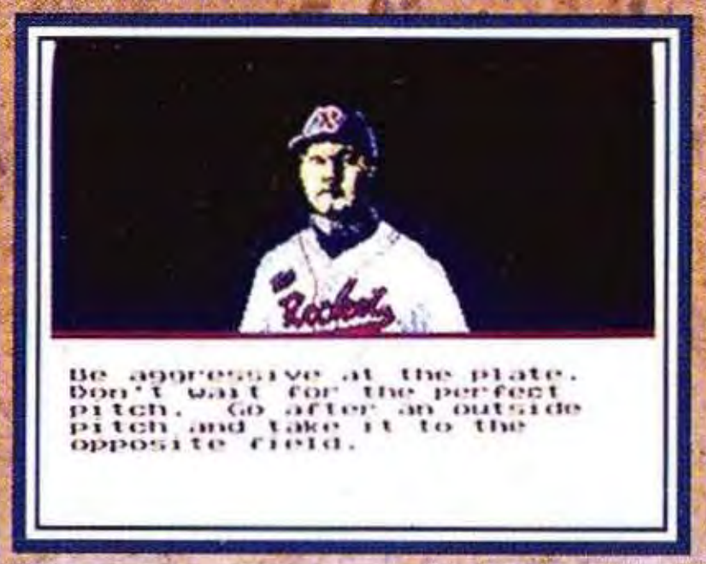
To return to the Clip Board Screen, press the A or START BUTTON.

NOTE: Switch hitters default to the opposite hand of the pitcher. This means that a switch hitter will always bat lefty against a right handed pitcher and righty against a left handed pitcher.

CHECK SCOREBOARD - To take a look at the scoreboard, press the A BUTTON. To return to the Clip Board Screen, press the A BUTTON again.

ASK THE ROCKET - For some strategic advice from the "Rocket" pertaining to your batting, press the A BUTTON. To return to the Clip Board Screen, press the A BUTTON again.

EXIT - To return to the game, press the A BUTTON.



CLOSE PLAYS AT THE BAG

When it appears that there is going to be a close play at one of the bases, the perspective switches to that of a close-up view of the baseman and the runner sliding in. The CONTROL PAD functions also change depending upon whether you are the baseman or the runner.

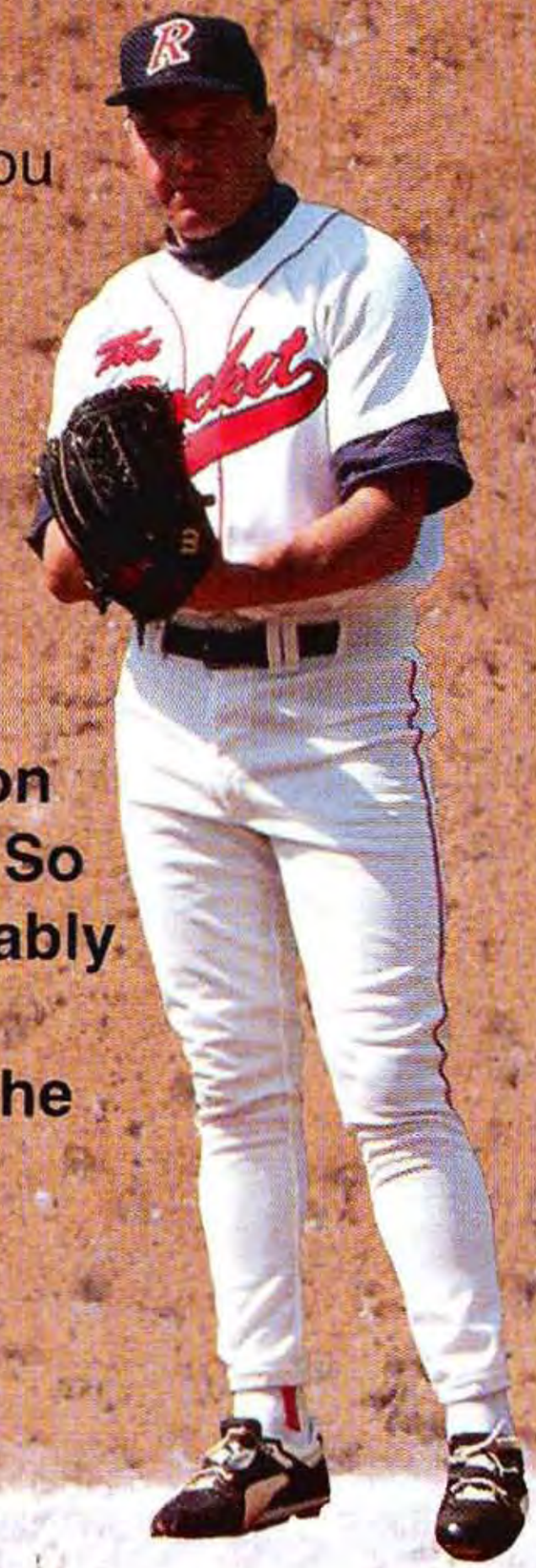
BASEMAN - To tag the runner, you must judge which way and when he will slide. Press the appropriate CONTROL PAD ARROW to "slap on the tag" in the direction where you think he will slide.

LEFT - left side of the bag
RIGHT - right side of the bag
DOWN - center of the bag

BASE RUNNER - To avoid being tagged, you must determine which way you think the fielder is going to go and slide "around" his tag.

LEFT - slide to the inside of the bag
RIGHT - slide to the outside of the bag
DO NOTHING and you will automatically slide to the center of the bag

NOTE: Once you have committed to a direction for the tag or the slide, you cannot change it. So be careful, but don't be foolish. You will probably find that this part of the game plays a bit like "chicken", where you try to see who can last the longest without making the first move.



REGULAR SEASON

When the regular season starts, you will see that your team is situated two (2) games out of first place in your sub-division (eg. National East, National West, American East or American West). In order to capture first place and move on to the Division Championships, you must obtain the best won-lost record for the season. **NOTE: If there is a tie at the end of the regular season, there will be a one (1) game tie-breaker to determine who advances.**

If you manage to win the best-of-seven Division Championship...it's on to the Championship Series between your team and the top team from the other division. This series is also best-of-seven games.

Note: You will notice, when you check the standings, that they

function just like real baseball standings. While your team is playing, so are the other teams in your division. The results of their games are random and determined by the computer. What this means, however, is that your "standing" compared to the other teams is never actually known until you view the standings screen to see how all the other teams did in that day's play.

Spring training is over. It's the first game of the season and the fans have turned out in record numbers. Forget the peanuts and hot dogs, they're here to see their team win. Don't disappoint them.

Perhaps your team could use another lefty starter or a right handed power hitter, but your shortstop has" Hall of Fame" written all over him and you've got "the Rocket" on the mound every fourth day. This could be your season. Clear a space on the front page. This team could go all the way.

The "Star Spangled Banner" is over. The season you've dreamed of is about to begin.

The ump yells...PLAY BALL!

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver.
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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A MOST EXCELLENT ACTION ADVENTURE!

- Hey dudes, ride the Power Phone Booth to 6 different worlds!
- Search for famous Historical Dudes through space and time!

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